

NEW SHIP CARD

BORDERS OF MADNESS

LYRAN SABER-TOOTH TIGER MAULER CRUISER

FLEET SCALE

COUNTER **STT**
 POINT VALUE: 81
 DAMAGE CONTROL: 2



POWER TRACK

22
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1
0

Only batteries 5 & 6 are available for non-mauler uses.

LMS Name

PROBES

MARINES

FRAME DAMAGE

The LDR had no maulers. To simulate one, change the two phaser-3s to phaser-Gs, BPV = 93.

PH-G

TURN MODE C
MOVE COST 1/2

BASE SPEED 8
TURN MODE 2
SPEED COST 4

BASE SPEED 16
TURN MODE 3
SPEED COST 8

BASE SPEED 24
TURN MODE 5
SPEED COST 12

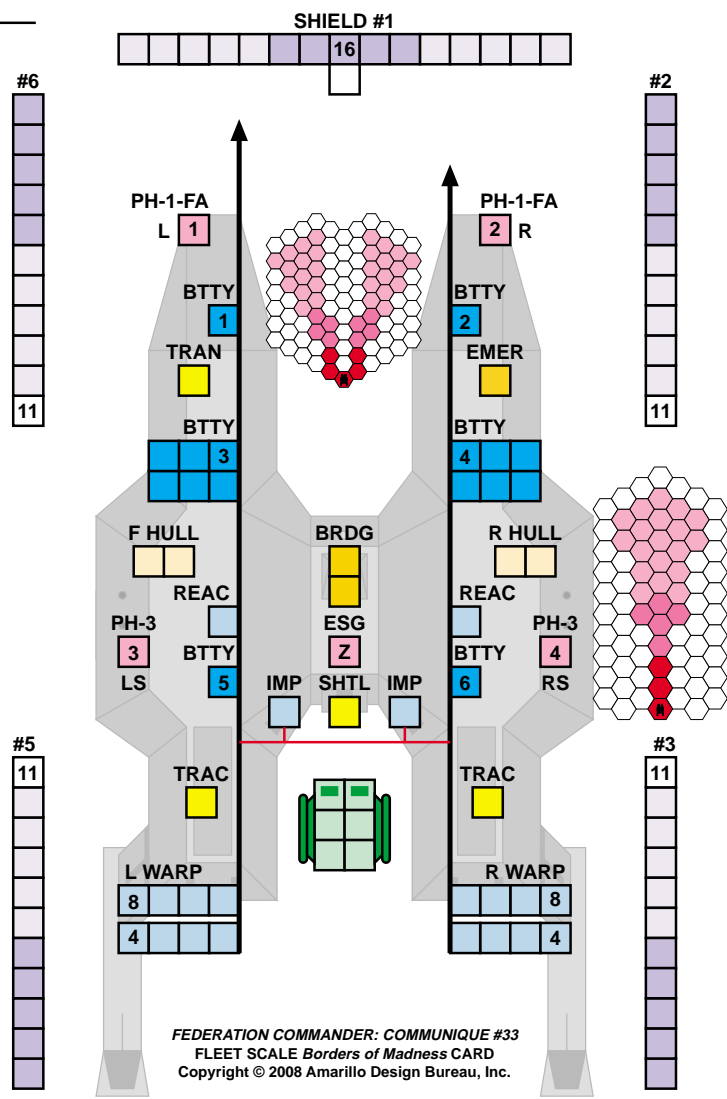
ACCELERATION
COST 1/2

DECELERATION
COST 1/2

HIGH ENERGY
TURN COST 2+1/2

EVASIVE MANEUVER
COST 3

M33



WEAPONS USED: 1 2 3 4 Z
 POWER IN ESGs: Z 1 2 3 4 5

SHIELD #4

MAULER POWER (14)
0 1 2 3 4 5 6 7 8 9 +10

FRACTIONAL POWER
0 1/4 1/2 3/4

This ship was requested by many players who noted that the Klingons and Romulans had maulers (for *Borders of Madness*), but the Lyrans (who use them in *SFB*) had never received one.

Under the most recent mauler rules for *Borders of Madness*, the mauler can use *any* power on the ship, but most of the batteries cannot be used for non-mauler purposes. So the mauler could use battery 5 and 6, as well as the warp engines, impulse engines, reactors, and batteries 1-4.

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NEW SHIP CARD

BORDERS OF MADNESS

LYRAN SABER-TOOTH TIGER MAULER CRUISER

SQUADRON SCALE

COUNTER **STT**
 POINT VALUE: 162
 DAMAGE CONTROL: 4



Power when undamaged: 37 + 4.
 Only batteries 5 & 6 are available for non-mauler uses.

POWER TRACK
 +40
 +30
 +20
 +10

LMS Name

PROBES
 [] [] [] [] [] []

MARINES
 10 [] [] [] [] [] []
 5 [] [] [] [] [] []

FRAME DAMAGE
 6 [] [] [] [] [] []

The LDR had no maulers. To simulate one, change the four phaser-3s to phaser-Gs, BPV = 186.

PH-G
 5 [] [] [] [] [] []
 6 [] [] [] [] [] []
 7 [] [] [] [] [] []
 8 [] [] [] [] [] []

TURN MODE C
 MOVE COST 1

BASE SPEED 8
 TURN MODE 2
 SPEED COST 8

BASE SPEED 16
 TURN MODE 3
 SPEED COST 16

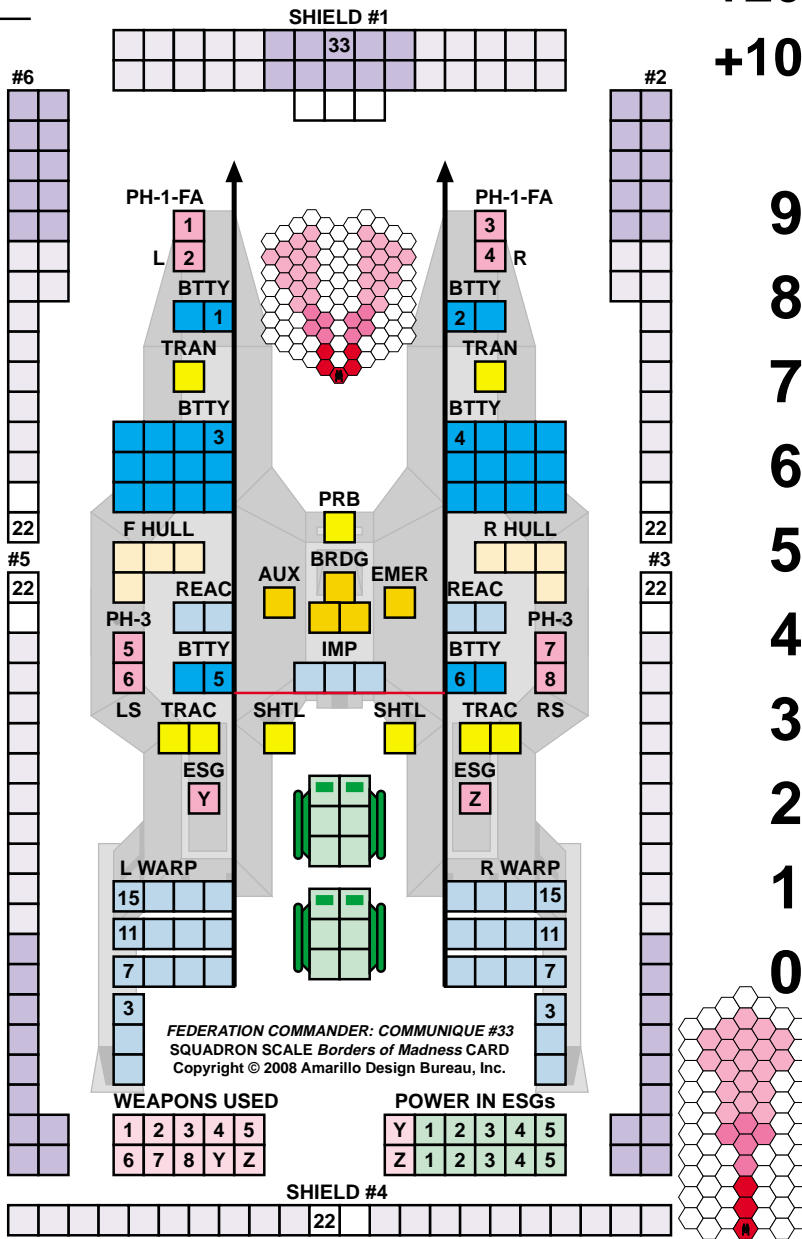
BASE SPEED 24
 TURN MODE 5
 SPEED COST 24

ACCELERATION
 COST 1

DECELERATION
 COST 1

HIGH ENERGY
 TURN COST 5

EVASIVE MANEUVER
 COST 6



9
8
7
6
5
4
3
2
1
0

FEDERATION COMMANDER: COMMUNIQUE #33
 SQUADRON SCALE Borders of Madness CARD
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WEAPONS USED
 1 2 3 4 5
 6 7 8 Y Z

POWER IN ESGs
 Y 1 2 3 4 5
 Z 1 2 3 4 5



MAULER POWER (28) 0 1 2 3 4 5 6 7 8 9 +10 +20
FRACTIONAL POWER 0 1/4 1/2 3/4

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